

**HAWS ATHLETIC CENTER
INDOOR COED VOLLEYBALL LEAGUE RULES**

MATCH RULES

1. The match will consist of two rally scoring games to 25 with a 30 point cap. If a third game is needed to determine a match the game will be rally scoring with a 15 point cap.
2. Game time is forfeit time for the first game of the match. 15 minutes will be allowed for additional players to arrive prior to the second game or the match will be forfeited.
3. All teams may start with as few as five (5) players, but must have a 3-2 ratio of men to women or women to men. 4-2 or 4-1 ratios will not be allowed.
4. Teams that play with 5 players must declare how many players they are going to place on the front row (either 2 or 3 players). The declared front row players cannot overlap any player on the back row until the serve is initiated.
5. When playing short handed - the spot in the rotation will remain empty until an additional player arrives. When arriving late, they can be put in the game only if they are on the roster/line-up card. Also, when playing short handed, when the serve goes to the vacant spot a point will be awarded to the opposing team.
6. If there is only one male player at the net in the rotation an additional male player may come up from the back row to block. This player *may not attack the ball, but may only block the ball.*
7. If any volley consists of more than one hit, a female player must make at least one of the hits prior to returning the volley to the other team.
8. Free substitution will only be allowed at the back line (*serve position*) and play through the front line unless due to injury or illness or sub by position as stated in rules.
9. Awards will be given to the champion and runner up in the playoffs.
10. For liability reasons-no kicking of the ball. Ball can be played off the foot, but foot must keep contact with floor.

NET PLAY

1. Attacking over the net is illegal unless some portion of the ball has broken the net plane of offense has completed their attack (referees decision).
2. Serves hitting the net are still in play as long as they don't hit the antennas.
3. Blocking or attacking the served ball is illegal.
4. A back line player cannot attack a ball in front of the spiking line if the ball is completely above the net when contacted.
5. A block is not considered a hit for the purpose of three (3) hits per team.
6. A Block – the ball must be above the net and the player must be within arms length of the net.
7. Touches on blocks or net will be called by the officials, so don't quit playing until you hear a whistle.
8. Faults will be called when the entire foot, hand, or any other part of the body (leg, head, etc.) cross the centerline touching the opposite court.
9. Players contacting the net, net supports, posts, cables, during play on the ball is a fault.

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10. Multiple contacts by the same player on the ball are not legal.
11. Contact of the net by the ball on the serve is legal.
12. Server gets one attempt at the serve and no more than two tosses. No “muff” of the serve is allowed.
13. The ceiling is legal on the side of the court where the ball was hit if another play is allowed.
14. Two 30 second time outs are allowed per game.
15. Contact of the ball on the backboard located at the end of the court is considered out of bounds.
16. Contact of the ball with the movable wall/screen is considered out of bounds. Note: Players contact with screen made prior to hit is not allowed.

FORFIETS

1. Game time is forfeit time for the first game of the match. 15 minutes will be allowed for additional players to arrive prior to the second game or the match will be forfeited.
2. If a match is forfeited, the two (2) teams can use the remaining time for practice or unofficial game.
3. Officials/scorekeepers may be asked, but are not obligated to call during this time period.
4. If both teams are not ready to play, or do not have enough players, it will be declared a double forfeit. Each team will receive credit for a game lost.
5. If a team delays the start of a game by not having completed line – ups for the official/scorekeeper prior to game time: the game may be forfeited.

TEAM AND PLAYER ELIGIBILITY

1. Team rosters are limited to 12 players per team.
2. No player shall be permitted to play volleyball if he or she plays on a Professional, Semi – Professional, College, or High School team during the current league season.
3. **Team rosters must be filled out completely. Please list home address with zip codes along with a D.L. number, contact phone numbers and signatures by each player and manager.**
4. Team rosters must be turned in to our office before league play begins.
5. If a player is added after the league begins, an add card must be picked up at the athletic office, filled out and turned in to the official before the player can play.
6. All players must have played at least two (2) matches with their team in the same league in order to be eligible for post – season play.
7. Coaches may add and drop players at any time up until week 4 of the season.
8. A player may not play on two (2) teams in the same league.

PROTESTS

1. Only protests based on eligibility of players will be accepted. Protests based on judgment calls of the officials will not be accepted.
2. Protests on player eligibility will be considered only if made by a participating team manager/assistant manager during the game where the eligibility of a player is in question.
3. All protest must be executed in the following manner:
 - The notification of intent to protest player eligibility must be presented while the game is in progress or before its conclusion.
 - Team Managers/Assistant Managers must notify the Official/Scorekeeper verbally that the game is being played under protest.
 - It is the protesting team's responsibility to make certain that the protest is properly noted in writing on the back of the line-up card.
4. A written cause of the protest to the Athletic Section must be accompanied with a \$35.00 protest fee within twenty – four (24) hours of the game in question (excluding holidays and weekends)..
5. Protest on an individual playing under an assumed name does not necessarily have to be completed while the game is in progress, however, this protest must be made within 48 hours of the game in question (excluding holidays and weekends).
6. In the case that the protest is upheld, the protesting team will be refunded their \$35.00 protest fee.

EFFECT

1. Protest on player(s) and team(s) eligibility shall be received, considered, and reviewed by the protest committee. If upheld, that game will be forfeited to the offended team. The ineligible player or players may be suspended for two (2) games beginning the day it is judged by the protest committee. Eligibility of the protesting team will also be checked.

ADDITIONAL INFORMATION

1. Unsportsmanlike conduct of any kind will not be tolerated. Players, coaches, and spectators who constantly question or argue with the game or tournament officials will be removed from the game and gym and could be ruled ineligible to return to the game or gym. It should be stressed that players, coaches, etc. cannot question an official's judgment calls.
2. For the players and children's safety, children must be directly supervised at all times. Any children interrupting play may cause a team to forfeit points/games.